GOLD, SILVER, BRONZE™
C64 CASSETTE ADDENDUM

Dû a un changement de programming, tous les événements de Summer Games se trouvent sur la cassette 1, côté A. Tous les événements de Summer Games II se trouvent sur la cassette 1, côté B.
Veuillez notez que option 6 n'est valable que pour la version disquette.

Dovuto ad un cambiamento di programmazione, tutte le gare di Summer Games si trovano sulla cassetta 1, lato A. Tutti le gare di Summer Games II si trovano sulla cassetta 1, lato B.
Nota bene: Opzione 6 funziona soltanto en disco.

Due to a programming change, Summer Games and all of its events are on tape 1, side 1. Summer Games II and all of its events are on tape 1, side 2.
Also, please note that option 6 is for disk based products only.

Auf Frund eines Progrämmanderung, sind die Summer Games und all die anderen gehörigen Spiele auf Seite 1, Kassette 1. Summer Games II und all die anderen gehörigen Spiele sind auf Seite 2, Kassette 1.
Weiterhin, beachten Sie bitte daß die Wahlmöglichkeit 6 nur für die Diskette geht.

GOLD SILVER BRONZE

SUMMER GAMES™

INTRODUCTION

Experience the glory, the thrill and the challenge of the world's greatest athletic competition: the SUMMER GAMES!

The awe-inspiring OPENING CEREMONY focuses on 3,000 years of noble tradition as you proudly look on, ready to give your best to honour your country.

This is the moment you've worked and trained so long to achieve, to test your skill under pressure against the best of the world's athletes. You will try to excel in the whole spectrum of sports events – in track and field, swimming and diving, gymnastics and skeet shooting.

Boldness. Skill. Strategy. Determination. The marks of the true champion. If you are victorious you'll receive the champion's prize – the coveted GOLD MEDAL – before the cheering multitude. Your triumph might even go down in history as the greatest personal performance ever!

OBJECTIVES

SUMMER GAMES offers a variety of sports competitions for 1 to 8 players. It challenges you with eight realistic events in swimming, track, gymnastics, skeet shooting, pole vault and diving.

Represent one of 18 countries in each event. Try to win the most medals for the whole line-up of events! SUMMER GAMES keeps scores, handles judges, and awards medals to the winners.

As you get better, try to break "World Records" and set new performance standards. SUMMER GAMES also saves the names of record holders and displays them on a special screen.

GETTING STARTED

LOADING INSTRUCTIONS
CBM 64/128 CASSETTE
The cassette is recorded with all events on one side.
The cassette files are sequential if you want to load an event which is before the point you are at on the tape you must rewind the tape before attempting to load it. For example: if you have loaded and played the 100-Metre Dash then to load and play the Pole Vault the cassette must be rewound and positioned before the Pole Vault. It may help in positioning the tape if you zeroise your tape counter

readings for each event on the tape. The order of events on the tape is as shown on the main menu. To load the cassette: Insert the cassette label side up, rewind and press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player.

CBM 64/128 DISK
Turn the computer and disk drive ON. Insert disk.
Type **LOAD"*",8,1** and press **RETURN** key.

Cassette and disk. Plug joystick into Port #2. If you are using two joysticks, plug second joystick into Port #1.

SPECTRUM 48/128K, +2 CASSETTE
Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The Opening Ceremony and Pole Vault come as one with the remaining 7 events on side two. Diving, 4 x 400 Metre Relay, 100 Metre Dash, Gymnastics, Freestyle Relay, 100 Metre Freestyle Swim and Skeet Shooting.

SPECTRUM +3 DISK
Turn on computer, insert disk and press **ENTER**. Game will load and run automatically. Recorded on side one is the Opening Ceremony, Pole Vault and Diving with the remaining events on side two.

AMSTRAD CPC CASSETTE
Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette player. Recorded on side one is the Opening Ceremony, Pole Vault and Diving. On side two is the 4 x 400 Metres Relay, 100 Metre Dash, Gymnastics, Freestyle Relay, 100 Metre Freestyle Swim and Skeet Shooting.

AMSTRAD CPC DISK: Type **RUN"DISK** and press **ENTER**. Game will load and run automatically.
See menu for options available.

STARTING PLAY

A spectacular opening ceremony welcomes you to the International SUMMER GAMES. A runner arrives to light the traditional flame and white "peace doves" are released over the stadium.

After the opening ceremony a menu screen offers you a choice of six options.

CBM 64/128
To make your selection, use your joystick to move the cursor to your choice, then press the **FIRE** button. Or type the number key of the option you want.

SPECTRUM/AMSTRAD
To make a selection, use **UP** and **DOWN** to move to one of the options and press **FIRE**.

OPTION 1: COMPETE IN ALL THE EVENTS

Players compete in the complete series of events in this order: Pole Vault, Diving, 4 x 400 Metre Relay, 100-Metre Dash, Gymnastics, Freestyle Relay, 100-Metre Freestyle, and Skeet Shooting.

- Players will first be asked to enter their names and pick their countries.
- Type in your name on the keyboard and press **RETURN/ENTER** to enter.
- Push the joystick to move the cursor to one of the flags and press the **FIRE** button to pick that country. (If you just want to hear the anthem type **S**. C64/128 only.)
- Repeat name and country selection for each player. When all competitors are finished, press **RETURN/ENTER**.
- A verification screen will appear. If all names and countries are correct, select YES with the joystick and press the **FIRE** button, or type **Y**. To delete names and start again select NO or type **N**.

OPTION 2: COMPETE IN ONE EVENT

- Similar to Option 1, but you only compete in the event you pick.

- Use the joystick to choose the event, then press the **FIRE** button or just type the key matching the number of the event (1 – 8).

SPECTRUM/AMSTRAD
- Use **UP, DOWN** and **FIRE** to select which events you wish to play. Pressing **FIRE** on an already selected event will deselect it. Select DONE when ready to continue.

OPTION 3: PRACTICE ONE EVENT

- Use the joystick to choose the event, then press the **FIRE** button or just type the key matching the number of the event (1-8). NO SCORING RECORDS ARE KEPT DURING PRACTICE ROUNDS.

OPTION 4: NUMBER OF JOYSTICKS (1 or 2)

- Select 1 or 2 by pressing the **FIRE** button.
- If you only have 1 JOYSTICK, plug it into Port #2 and select 1.
- If you have 2 JOYSTICKS, plug them both in and select 2. This will let two players compete head to head in the swimming and running events.

OPTION 5: SEE WORLD RECORDS

- Displays the highest score recorded in all events, with the name and country of the player who achieved it.

OPTION 6: OPENING CEREMONIES

- Repeats the opening ceremony.

NOTE – SPECTRUM AND AMSTRAD USERS: Use UP and DOWN to choose where joystick movement is indicated for CBM 64/128 versions.

Due to changes on memory configurations, the order of options for the Spectrum and Amstrad versions have been changed and the following options are applicable:–

OPTION 1

As CBM 64/128

OPTION 2 : PLAY SOME EVENTS

Similar to Option 1 but you choose which events you compete in.

OPTION 3 : PLAY ONE EVENT

As CBM 64/128 Option 1

OPTION 4 : PRACTICE ONE EVENT

As CBM 64/128 Option 3.

OPTION 5 : SEE WORLD RECORDS

As CBM 64/128

OPTION 6 : DEFINE CONTROLS

Use this to change one of the sets of controls or both. To use a joystick, press the appropriate direction on the joystick when the program prompts for a key: i.e. if the program asks "Press key for up" then push joystick **UP** etc.

OPTION 7 : OPENING CEREMONIES

As Option 6 on CBM 64/128

THE GAMES

POLE VAULT

You need agility and superb timing to perform well in this event. It takes sprinting, lifting and gymnastics skills – co-ordinated in split seconds of fluid movement!

The display along the bottom of the screen shows the competitor's name and country, the bar height, and status messages.

- The bar height is initially set at 4 metres. A status message will ask: "TRY THIS JUMP?"
- If you wish to compete at that height, push the joystick **FORWARD** to answer "YES" or pull the joystick **BACK** to answer "NO". The next player then gets the same option. If all the players decide not to jump, the bar is raised and the question is asked again.

NOTE: Competition CAN begin at any height up to 5 metres. When the bar is raised to 5 metres, competition MUST begin before the height is increased.

- After you accept a bar height, a status message asks you to "SELECT POLE GRIP". Use the joystick to select your grip.
- **FORWARD** for HIGH.
- **LEFT** or **RIGHT** for MEDIUM.
- **BACK** for LOW.
(The high grip can give you more height, but low grip is easier to use for low jumps.)

When the status message says, "READY TO JUMP":
- Press the **FIRE** button to start running towards the bar.
- Pull the joystick **BACK** to plant the pole in the vault box (which appears as a dark notch in the landing pad).
- Push the joystick **FORWARD** to kick up and flip over the bar.
- Press the **FIRE** button to release the pole.

Timing is critical in this event. You can fail to clear the bar if you:
- Plant the pole too soon or too late (missing the vault box).
- Kick up too soon (hitting the bar) or too late (letting the pole fall against the bar).
- Release the pole too soon (losing control) or too late (letting the pole fall against the bar).

- You get three attempts to make a successful vault at each height. Three successive failures eliminate you from competition in this event.
- After each round, the bar height is raised.
- The winner of this event is the last player to be eliminated.

DIVING

Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches your every move. It's time to show your "best stuff" with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is everything!

- Press the **FIRE** button to take off from the diving board.
- Use the joystick to control body position and rotation speed.
Push the stick:
- **RIGHT** for a full-tuck position, and the fastest rotation
- **BACK** for a pike position, and the second-fastest rotation.
- **LEFT** for a half-pike position, and slower rotation.
- **FORWARD** for a layout position, and the slowest rotation.

- After every dive, the judges' scores appear in boxes near the centre of the screen. A dive is considered perfect (for a score of 10 points) if the body enters the water vertically and fully extended, either head- or feet-first. Any deviation from this ideal entry position costs you points, with a minimum score of zero.
- A second scoring factor is the Difficulty Rating, based on the number of rotations and different positions achieved in a dive. This

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Rating starts at 1.0, and can go as high as 4.1, increasing with the complexity of the dive.

- The total points for each dive are calculated by eliminating the high and low judges' scores and multiplying the Difficulty Rating.
- To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings; complex dives may earn low scores if they are executed poorly. Remember both of the factors used in scoring this event.
- Three status displays give you this information.
- A DESCRIPTION screen names the next dive you are to perform.
- A DIVE RATING screen indicates the score for your performance.
- A CURRENT STANDINGS screen shows the total points won by all the competitors in this event. Press the **FIRE** button to change screens.
- The winner of this event is the competitor who scores the most points for the four dives.
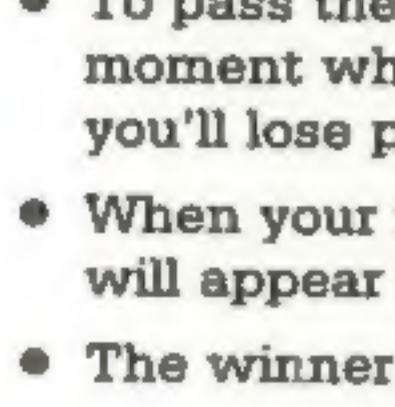
4 x 400 METRE RELAY

It takes speed, pacing and perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely – a collapse could be a disaster. And remember, don't fumble the baton!

- Press the **FIRE** button to set your first runner at the starting line.
- When both runners are in place, watch the countdown: "MARK... SET...." The starting gun fires "...GO!"
- Move the joystick to the **RIGHT** to start running.
- A false start means the countdown begins again. A second false start means disqualify you.
- Move the joystick to control your runner's speed.
- **CENTRE** for normal running.
- **LEFT** for "coasting".
- Pacing is crucial in this event, so watch the gauge at the bottom of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted.
- Control your runners' speed to move them as fast as possible without becoming exhausted. They lose energy while sprinting and regain it while "coasting".
- If a runner tries to sprint with little or no energy, his performance will drop off sharply. Make the runner coast to reduce his speed and regain energy (but don't let him fall too far behind!)
- Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace.
- All runners tire more quickly in the first part of their "leg" (or turn) than they do in the second part. Runner one can't regain his energy as fast as runner four can, while runner two loses energy faster than runner three.
- To pass the baton, press the **FIRE** button. Time the pass for the moment when both runners are close to each other, otherwise, you'll lose precious seconds while your progress stops.
- When your fourth runner crosses the finish line, your race time will appear in place of your name.
- The winner of this event is the team with the best time.

100-METRE DASH

All out SPEED is the key to winning this race!
- The start sequence is the same as the 4 x 400-Metre Relay.
- When the race begins, increase your running speed by jiggling the joystick as rapidly as you can, either SIDE-TO-SIDE or **UP** and **DOWN**.
- The winner of this event is the runner who crosses the finish line with the best time.

GYMNASTICS

This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor. The crowd will really appreciate your attention to form!

- Press the **FIRE** button to get set.
- **RELEASE** the button to start your run.
- Press the button again to jump onto the springboard.
- You will get a more powerful vault nearer the edge of the board, jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.
- Hold the joystick **RIGHT** or **LEFT** as you leave the springboard to perform a 180° axial body twist. The manoeuvre increases the difficulty of your performance and makes a higher score possible (if you successfully complete your attempt).
- Press the **FIRE** button to push off the horse. The most powerful push-off occurs when the body is nearly vertical.
- In the air, move the joystick to control body position and rotation speed.
- **FORWARD** for a full-tuck position, at fast rotation.
- **CENTRE** for a layout position, at medium rotation.
- **BACK** for a landing position, at slow rotation. You must be in this position for a correct landing.
- The scoring is based on both execution and difficulty, and is displayed after your landing.
- EXECUTION is considered perfect if you land completely upright on your feet. In a near-perfect landing, you may take a step. Use the joystick to straighten up, by pushing it in the opposite direction that your gymnast is leaning. By making this last-second correction, the landing will be judged successful, with only a slight penalty. If your gymnast falls there will be a greater score penalty.
- DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Scores are lowered for poor landings, poor height off the horse and vaults that involve few manoeuvres.
- The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault.
- The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

FREESTYLE RELAY

Be ready to spring from your starting block when the countdown reaches "GO". Just a fraction of a second can decide this furious swimming race. It takes power, co-ordination, and strategy to keep your four swimmers ahead!

- Press the **FIRE** button to position your first swimmer at the starting block.
- When both swimmers are in place, watch the countdown:

"MARK... SET... GO!"
- Move the joystick to the **RIGHT** to jump into the water. Don't jump too soon – an early take-off is a false start, and the countdown will begin again. Three false starts disqualify you from the race.
- Press the **FIRE** button every time your swimmer's arm enters the water. This gives you a "power stroke", and more speed.
- When your swimmer reaches the far end of the pool, about half way through the section marked with red floats, lean the joystick **LEFT** for a kick-turn. Using it at just the right time gives you the best head start for your return lap.

- As your swimmer completes the return lap, lean the joystick **RIGHT** to start your next relay racer. The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or too late, the action stops and you'll lose precious time!
- When your fourth swimmer completes his return lap, the clock displays your final time for the race.
- The winner of this event is the team with the best final time.

100-METRE FREESTYLE

This race is like the Freestyle Relay, except that a single swimmer completes just two lengths of the pool. To win this "swimming sprint", concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!

- The start, kick-turn and power stroke are controlled the same way as in the Relay event.
- This race is over when your swimmer completes his return lap.
- The winner of this event is the swimmer with the best final time.

SKEET SHOOTING

Out on the SUMMER GAMES skeet range you need steady nerves, an eagle's eye, and lightning reflexes to win this supreme test of marksmanship. Learn the patterns of the clay pigeons, focus your attention, and keep your sights steady as you fire away!

- Move the joystick to aim your gunsight.
- Remember, gravity slowly but constantly pulls the sight downward, so your aim won't stay fixed unless you keep correcting it. This means you can't just set your aim and wait for the target. If you follow a target, the gravity effect is very minor.
- Press the **FIRE** button to release the targets from the trap houses at the sides of the range, and again to shoot. You get only one shot for a single target and two shots for a double target. Make them count! One point is scored for each hit.
- Each round of shooting consists of 25 targets. They appear in a standard sequence as you move through eight shooting positions. Positions start from the left, move to the right, and finish at the centre station. Pay attention to the order in which targets are thrown.
- The winner of this event is the shooter who scores the most hits in a round of 25 targets.

SCORING

AWARDS CEREMONY
After every event the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played (CBM version only).

CHAMPION CEREMONY
If players compete in all SUMMER GAMES events, a Grand Champion is selected based on the number of medals awarded.

Gold Medal	5 points
Silver Medal	3 points
Bronze Medal	1 point

When all the events have been decided the points are totalled and the player with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

WORLD RECORDS
The highest score achieved in each event, the name of the player scoring it and his or her country are saved by the SUMMER GAMES program. These records are displayed on the World Records screen. If a new record is set for an event, the previous record is deleted and the new information appears in its place.

When all the events have been decided the points are totalled and the player with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

WORLD RECORDS
The highest score achieved in each event, the name of the player scoring it and his or her country are saved by the SUMMER GAMES program (CBM disk only). These records are displayed on the World Records screen. If a new record is set for an event, the previous record is deleted and the new information appears in its place.

CONTINUING PLAY (CBM 64/128 DISK ONLY)
To restart SUMMER GAMES at any time, press **RUN/STOP** and **RESTORE** at the same time. The program will return to the main menu.

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SUMMER GAMES II™

INTRODUCTION

The majesty, scope and glory of the original SUMMER GAMES™ return in SUMMER GAMES II™. Now you can explore the thrill of the world's greatest athletic competition with eight brand new events. Challenge your timing in the high jump. Test your endurance in the equestrian arena. From fencing to kayaking, you'll be at the heart of the action as you "go for gold". Strategy, skill and determination are the qualities you'll need to succeed. Give your best in every event. Nothing can be held back. Not if you want to be a champion. Strive for victory – if you win, the gold medal will be yours.

OBJECTIVES

SUMMER GAMES II™ challenges your competitive skills with a series of athletic contests for 1 to 8 players (CBM 64/128) or 2 players (Spectrum/Amstrad). Experience the excitement and realism of eight different events – cycling, equestrian, fencing, high jump, javelin, kayaking, rowing, and triple jump. Practice each event first to sharpen your skills. Choose from the 18 countries you can represent and let the Games begin! Try to win GOLD, SILVER or BRONZE.

SUMMER GAMES II™
keeps scores, handles the judging, and awards medals to all the winners. If you break a "World Record", SUMMERGAMES II™ will save your name and display it on a special World Records screen.

GETTING STARTED

LOADING INSTRUCTIONS:
CBM 64/128 CASSETTE
The cassette is recorded with four events on side one and four events on side two. You will be prompted when to load side two. Because the cassette files are sequential if you want to load an event which is before the point you are at on the tape you must rewind the tape before attempting to load. For example: If you have loaded and played the Javelin Event then to load and play the Triple Jump the cassette must be rewound and positioned before the Triple Jump.

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may help on positioning the tape if you zeroise your tape counter after loading the main menu and make a note of the counter readings for each event on both sides of the cassette. The order of the events on the tape is as shown on the main menu. To load the cassette: Insert the cassette label side up, rewind and Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player.

IMPORTANT!
When you have played the closing ceremony the tape must be loaded again from the beginning of side one (i.e. label – side)

CBM 64/128 DISK
Plug joystick into Port #2. If you are using both joysticks, plug second joystick into Port 1. Turn the computer and disk drive ON. Insert disk. You will be prompted when to remove the disk to load Side 2.) Type **LOAD"*",8,1** and press **RETURN** key.

SPECTRUM 48/128K, +2 CASSETTE
Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side two. After each event has loaded stop the tape.

SPECTRUM +3 DISK
Turn on computer, insert disk and press **ENTER**. Game will load and run automatically. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side two.

AMSTRAD CPC CASSETTE
Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette player. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side two. After each event has loaded stop the tape.

AMSTRAD CPC DISK
Type **RUN"DISK** and press **ENTER**. Game will load and run automatically. See menu for options available.

STARTING PLAY

A spectacular opening ceremony welcomes you to SUMMER GAMES II™. The lighting of the flame marks the start of the international competition. White doves are released over the stadium – a traditional symbol of peace.

Once the opening ceremony concludes, a menu screen offers you a choice of nine options. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE BUTTON**. You may also select an option by typing the corresponding numbered key.

OPTION 1: COMPETE IN ALL EVENTS

This option allows players to compete in all eight (or sixteen if you own SUMMER GAMES I™ – see OPTION 6) of the events; while keeping a running tally of medals awarded to each player. You'll compete in the events in this order: Triple Jump, Rowing, Javelin, Equestrian, High Jump, Fencing, Cycling and Kayaking.

CBM 64/128
- You will first be asked to enter your name and pick your country.
- Type your name on the keyboard and press the **RETURN** key to enter.
- Use the joystick to move the cursor to the flag of your choice then press the **FIRE** button to pick that country. (If you want to listen to the anthem, type **S**)
- Repeat the name and country selection for each additional player (up to eight). When all player's names and countries have been entered, press the **RETURN** key again.
- A verification screen will appear. If all names and countries are correct, select YES with the joystick and press the **FIRE** button, or type **Y** if you need to make any changes, select NO or type **N**.

SPECTRUM/AMSTRAD
You will first be asked to enter your name and pick your country. Enter your name using the scrolling letter bar. Press **FIRE** on the "En" Prompt to enter it. Press **FIRE** on the arrow to delete the last character. Use the joystick to move the cursor to the country of your choice. press the **FIRE** button to pick that country. (If you want to listen to the anthem, type **S**)
- Repeat the name and country selection for each additional player (up to eight). When all player's names and countries have been entered, press the **RETURN** key again.
- When you have finished selecting the events, move the cursor to the word DONE and press the **FIRE** button.

OPTION 2: COMPETE IN SOME EVENTS

- Similar to OPTION 1; however, you can compete in any number of the listed events for this round of international competition.
- Select the event(s) by typing the corresponding numbered key or by moving your joystick and pressing the **FIRE** button.
- The events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word DONE and press the **FIRE** button.

OPTION 3: COMPETE IN ONE EVENT

- Similar to OPTIONS 1 and 2, but you can compete in any single event of your choice.
- Select the event by typing the corresponding numbered key or by moving the joystick and pressing the **FIRE** button.

OPTION 4: PRACTICE ONE EVENT

- Use the joystick to select the event, then press the **FIRE** button or type the corresponding lettered key. No scoring records are kept during practice rounds.

OPTION 5: NUMBER OF JOYSTICKS (1 or 2).

CBM 64/128
- Select 1 or 2 by pressing the **FIRE** button or typing 1 or 2.
- If you use only one joystick make sure it is plugged into Port #2, and select 1.
- If you are using two joysticks, plug both of them in and select 2. This will allow two players to compete "head-to-head" in cycling, rowing, and racing.

The following are option changes for Spectrum/Amstrad Versions.

OPTION 5 – SEE WORLD RECORDS

See Option 7 follows. (CBM 64/128)

OPTION 6 – OPENING CEREMONIES

See Option 8 follows (CBM 64/128)

OPTION 7 CLOSING CEREMONIES

See Option 9 follows (CBM 64/128)

OPTION 8 – DEFINE KEYS

Allows you to define keys to be used to emulate joystick operation.

OPTION 6: SUMMER GAMES I (DISK) EVENTS

(YES or NO)
Only functions with U.S. Gold version)
- If you own SUMMER GAMES I, move the cursor to this option and press the **FIRE** button to select YES. This will allow you to compete in sixteen different events. The program will prompt you when to insert the SUMMER GAMES I disk.

OPTION 7: SEE WORLD RECORDS

(CBM 64/128)
- Displays the highest score recorded in all events, with the name and country of the player who achieved each world record. New records set on cassette will be lost on power off. Press the **FIRE** button to return to the menu.

OPTION 8: OPENING CEREMONIES

(CBM 64/128)
- Allows you to view the opening ceremonies.

OPTION 9: CLOSING CEREMONIES

(CBM 64/128)
- Allows you to view the closing ceremonies.

THE GAMES

TRIPLE JUMP

The triple jump consists of three continuous, fluid actions: the hop, the step, and the jump. Victory in this event requires strength and co-ordinated physical movement!

- Press the **FIRE** button to begin running down the track.
- When you reach the take-off line, move the joystick to the **RIGHT** to begin the "hop".
- As you land after the hop, move the joystick to the **RIGHT** again to begin the "step".
- As you land from the step, move the joystick **LEFT** to begin the "jump".
- Finally, push the joystick **FORWARD** to give yourself a final boost as you fly through the air to the landing pit.
Note: The joystick movements correspond to the movements of your feet. (i.e. Move the joystick **RIGHT** to jump off from the right foot).

- Timing is important in this event. You must move the joystick at just the right moment to perform each action correctly.
- The right moment to move the joystick for the take-off, or hop, is just as you reach the take-off line.
- The proper time to move the joystick for the step and the jump is just as you land from the previous jump.
- The judges will declare a fault if you move the joystick too late for any of the three actions.
- After each jump, press the **FIRE** button to continue play.
- You get three attempts in the triple jump.
- The longest of your three attempts becomes your final score.
- The winner is the player who achieves the greatest distance in a single attempt.

ROWING

Alone in your boat, you confront a single opponent in head-to-head competition. Be ready to bend to the oars when the countdown reaches "GO". Keep a steady rhythm going, because a single stroke can mean the difference between victory and defeat!

- When "Press Your button" appears on either half of the screen, the player whose name coincides with that half of the screen must press the **FIRE** button on his or her joystick. The next player will be asked to do the same. This will begin the countdown.
- When the countdown says "GO", begin rowing by moving the joystick to the **LEFT** to pick up your oars, and then to the **RIGHT** to push them through the water (the stroke).
- Practice in order to get the best rhythm for the fastest movement through the water.
- Continue rowing by moving the joystick **LEFT** and then **RIGHT**, alternating the rhythm of the oars.
- After the end of the race, press the **FIRE** button to begin the next event.
- The winner is the rower with the fastest final time.

KAYAKING

Kayaking involves speed, determination, and planning. Handling your boat properly throughout the course is going to take your last ounce of effort!

- Press the **FIRE** button when you are ready to begin. Each time you move the joystick, your kayaker is going to paddle once in the direction indicated:
- **FORWARD** to go forward.
- **BACK** to back up.
- **LEFT** to turn left.
- **RIGHT** to turn right.

For example, if you want to paddle forward twice, push the joystick **FORWARD** and release it. Your kayaker will paddle once. Now push the joystick **FORWARD** again. Your kayaker will paddle a second time.

Note: If you hold the joystick in one direction, your kayaker will not keep paddling. You will paddle only once each time you push the joystick.

You must go through each gate properly to negotiate the course without incurring penalties.

To go through a gate properly, you must always keep the red marker on your left (CBM 64/128 only).

There are three types of gates:

DOWNSTREAM NORMAL: This gate has a red (CBM 64/128) marker or a D (Spectrum/Amstrad) on the left (and a blue on the right – CBM 64/128 only). Travel forward to go through this gate.

DOWNSTREAM REVERSE: This gate has a yellow R marker on the left. The red marker is on the right (CBM 64/128). You must turn your kayak around and go through this gate backwards. (Red marker will be on your left as you pass through)(CBM 64/128 only).

UPSTREAM: This gate has a blue U marker on the right (CBM 64/128). Go around this gate and pass through it in the opposite direction facing upstream. Then turn your kayak around, go around the markers (don't go through them again) and continue to the next set of gates (don't go through this gate backwards or you will incur a penalty).

You receive a penalty each time you miss a gate or go through a gate the wrong way. Penalties are also assessed if you go through the same gate more than once.
(You will hear a beeping noise each time you incur a penalty).

When you complete the course, a recap screen will display the gates you missed, completed, or went through incorrectly, as well as your total time. To improve your score, try to anticipate each gate and position your kayak smoothly. Always be thinking a gate or two ahead and don't be afraid to paddle backwards to get into position (a missed gate is worse than a couple of seconds of lost time).

After completing the course, press the fire button to advance to the next event. The winner of this event is the player who completes the course with the fastest time (including penalties).

JAVELIN

To win, you must build up speed on the runway and choose the right moment to throw. Strive to release the javelin at the best angle for distance in flight and you'll make a record-breaking throw!

- Press the **FIRE** button to start moving down the track.
- Keep pressing the **FIRE** button to gain speed on the runway. The more times you press the button, the faster you will go.
- As you near the end of the runway, move the joystick **LEFT** to break stride and begin your throw.
- As you hold the joystick to the **LEFT**, the javelin will continue to rise. When you release the joystick it will "lock in" the angle and begin the throw.

- If you release the javelin too low, your throw will have a low arc.
- Releasing the javelin too high will result in a high throw and a disappointing performance.
- The best angle to release the javelin at will be discovered through practice.
- If you cross the throwing line, you will incur a fault.
- You get three attempts to throw the javelin. Your longest throw will be recorded as your final score.
- Press the **FIRE** button to continue after each throw.
- The winner is the player with the longest throw.

HIGH JUMP

- The display at the bottom of the screen shows the contestants name and country, and the bar height. The bar begins at the minimum height.

CBM 64/128
- If you wish to compete at that height move the joystick to the **RIGHT**. If not, then move the joystick to the left to answer "NO". If all the players decide not to jump, the bar is raised and the question is asked again.

SPECTRUM/AMSTRAD
If you wish to compete at that height, press **FIRE**. If not, you may change the bar height by moving the joystick either **LEFT** or **RIGHT**.
- After you accept a bar height, the display will read "FIRST ATTEMPT" or "SECOND ATTEMPT" or "THIRD ATTEMPT".
- You will now be running toward the high jump on your approach.
- As you make your approach, use the joystick to control your position and speed.
- **RIGHT** to run faster.
- **LEFT** to run slower.
- **FORWARD** to approach closer to the bar.
- **BACK** to widen the angle of your approach to the bar.
- Press the **FIRE** button to jump. If you do not press the **FIRE** button you will run past the bar. You may repeat the attempt without penalty.
- Push the joystick **FORWARD** to flip up and over the bar.
- You get three attempts to clear each height. Three successive failures will eliminate you from the high jump competition.
- You may refuse a jump even after you have made one or two attempts at a given height. You will then be able to compete at the next height.
- The bar height is raised after each round.
- The winner of this event is the last player to be eliminated.

FENCING
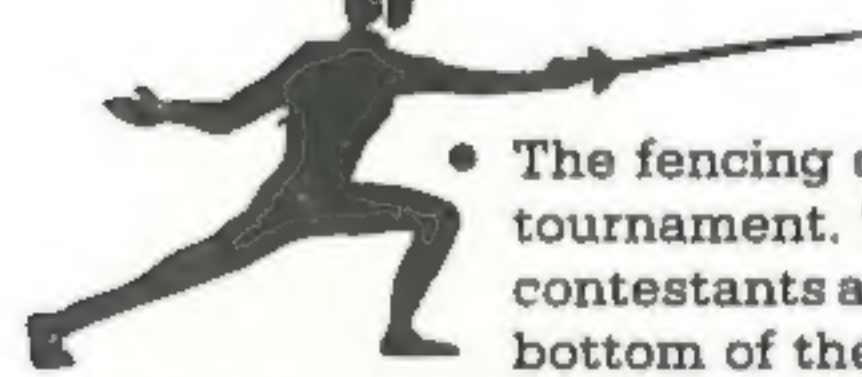
- The fencing competition is a "round-robin" tournament. The names of the first two fencers are displayed on the scoreboard at the bottom of the screen.
- The first player named on the scoreboard is always the fencer on the left of the screen, and the second player is the fencer on the right.
- Press the **FIRE** button to salute your opponent and begin the bout.
- For defence, move the joystick to try to block your opponent's moves.
- To block (parry) your opponent:
- Move the joystick **UP** or **DOWN** to position your foil at the same level as your opponent's foil.
- Move the joystick **LEFT** or **RIGHT** to position your foil to the extreme left or right.
- Now make a sweeping motion with your foil by moving your joystick in the other direction. If your foil was positioned correctly, you will block your opponent's foil, immobilizing it for a brief moment. You can now thrust to score a hit on your opponent.
- For attacking moves, to control your fencer's movement on the field of play, press and hold the **FIRE** button and then move the joystick:
- **FORWARD** to thrust with your foil and recover to a defensive posture.
- **BACK** to thrust and advance.
- **LEFT** to move left on the playing field, or "fencing piste".
- **RIGHT** to move right on the fencing piste.

Note: You must return the joystick to the **CENTRE** position before pressing the **FIRE** button, or your move will not be recognized.
- A successful thrust scores a hit against your opponent.
- Retreating too close to the edge of the fencing piste will score a hit against you.
- The scoreboard displays the number of hits scored against each fencer.
- The winner of a bout is the player who scores the most hits against his opponent.
- A bout lasts until three minutes have elapsed, or until five hits are made against a fencer.
- If a score is tied at the end of three minutes, a one-minute "sudden death" begins. The first player to score a hit is declared the winner. If neither player scores a hit during the fence-off, both players are assessed a loss (a tie).
- Strategy is crucial in this event. You must try to catch your opponent off guard, parrying and feinting (by pulling back) before thrusting for a hit.
- If your blade is parried, you are temporarily defenseless and the only possible move is to retreat.
- After completing a bout, press the **FIRE** button on the joystick in Port 2 to continue (CBM 64/128).
- The winner of the fencing event is usually the player who wins the most bouts in the tournament. The actual rankings are determined by the number of points awarded for the margin of victory.
[(Wins − losses)×1,000]+
[(Hits made − Hits against)×1,000]

CYCLING

This is an all-out sprint for the finish line. You can't let up even for a moment. Because the margin of victory can be a fraction of a second!
- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name coincides with that part of the screen must press the **FIRE** button on their joystick. Then the next player will be asked to do the same.
- When the countdown reaches "GO", begin pedalling.
- To pedal your bicycle, rotate your joystick in a clockwise circular motion (CBM 64/128) or press **UP, RIGHT, DOWN, LEFT** keys in sequence.
- Watch the dashboard of your bicycle. You must increase the speed of your bicycle.
- A rotating arrow display indicates the direction in which you should be moving the joystick at all times.
- To maintain speed, match the position of your pedals (or the arrow display) as you rotate the joystick.

- To go faster, lead the pedals (or the arrow) with your joystick. Be careful – if you lead too far, your cyclist may stop pedalling!
- After completing the race, press the **FIRE** button to continue.
- The winner of this event is the player who finishes the race in the shortest time.

EQUESTRIAN

This is the pinnacle of competition for horse and rider a fierce test of skill and endurance. You must be prepared for anything, because even a champion thoroughbred can fall or refuse to jump. Keep a tight grip on the reins and watch out: stone walls can be dangerous!
- Press the **FIRE** button when you are ready to begin.
- Watch the countdown at the bottom of the screen. When it reaches "GO", push the joystick **FORWARD** to start the horse (CBM 64/128 only).
- Your horse's speed will increase each time you push the joystick **FORWARD**.
- As you arrive at each barrier, move the joystick to the **RIGHT** to make the horse jump.
- As your horse lands, push the joystick to the **LEFT** to prevent him from falling.
- If your horse stops in front of a barrier, he has refused to jump.
- Pull the joystick **BACK** to make the horse turn around.
- Go back far enough from the barrier to build up speed for the jump, then push the joystick **FORWARD** to turn the horse around again and continue on the course.
- If your horse falls, press the **FIRE** button once to get back in the saddle and then press it again to start the horse (for SPECTRUM/AMSTRAD press **FORWARD** to start the horse).
- Penalties are assessed for refusals and falls. You are also penalized for exceeding the time limit for the course.
- 6 points for each time you fall.
- 20 points for each refusal to jump.
- 1 point for every second that your time exceeds the optimal time of 50 seconds.
- You can be disqualified if:
- Your total points from faults and refusals exceeds 99.
- Your total time exceeds 100 seconds.
- This is a very difficult event. Success requires practice and concentration. Try to anticipate the next obstacle and strive for a smooth transition from one jump to the next.
- The winner of this event is the contestant with the lowest score.

SCORING

AWARDS CEREMONY
After every event the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen.

CHAMPION CEREMONY
(CBM 64/128 only)
If players compete in all SUMMER GAMES II™ events, a Grand Champion of the games is selected based on the number of medals awarded.

Gold Medal	5 points
Silver Medal	3 points
Bronze Medal	1 point

The points are totalled after all events are completed and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

CLOSING CEREMONY
Following the awards ceremony for the final event, a thrilling Closing Ceremony brings the games to an end. Daredevil jet rocket flyers zoom across the arena, fireworks light up the sky, and the famous EPYX blimp blazes across the stadium, closing out another exciting edition of SUMMER GAMES I™!

WORLD RECORDS
If a world record is achieved in any event, the name of the record breaker is saved by the SUMMER GAMES II™ program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place. On disk this will be saved permanently for your next game. On cassette the record is only saved in memory and will be erased when the computer is switched off.

CONTINUING PLAY
To restart at any time, press **RUN/STOP**, and **RESTORE** (CBM 64/128) press **BREAK** (Spectrum/Amstrad), at the same time. The program will return to the main menu. You may be instructed to change disks at this time.

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WINTER GAMES™

MOMENT OF TRUTH

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. You'll match your skills against the top athletes from a hundred countries.

OBJECTIVES

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1 – 4 (1 – 8 CBM 64/128) players. You can compete in seven events – Ski Jump, Bobsled, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon (cross country skiing and rifle shooting). Practice each event to hone your skills. WINTER GAMES provides judges, keeps scores and awards medals to the winners – GOLD, SILVER and BRONZE. And if you're good enough your name will be placed on the World Record Screen.

GETTING STARTED

CBM 64/128 CASSETTE: All events are on one side with a duplicate on side 2. Press **FIRE BUTTON** when the title screen has loaded to load the Opening Ceremony. Press **FIRE BUTTON** to exit the Opening Ceremony. Leave **PLAY** depressed on cassette recorder during play. Events cannot be loaded separately, but must be loaded in sequence.

Loading: Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder. Press **RUN/STOP** keys together. Press **PLAY** on the cassette recorder. Press **RUN/STOP** and **RESTORE** keys at any time to abort game and return to menu screen. Rewind the tape before entering 1 or 2.

CBM 64/128 DISK: Type LOAD"*",8,1 and press RETURN. Game will load and run automatically. On CBM 128 play in CBM 64 mode.

Loading: Type LOAD"" and press **ENTER**. Press **PLAY** on the cassette recorder. Kempston, Cursor and Sinclair Interface II joystick interfaces are compatible with this version. Joystick recommended.

SPECTRUM +3 DISK: Turn on computer, insert disk and press **ENTER**. Game will load and run automatically. Joystick interfaces as cassette. Joystick recommended.

AMSTRAD CPC CASSETTE: All sides load individually of each other with two events on each of the sides except for side four which only contains one event. 1. Bobsleigh and Hotdog, 2. Speed Skating and Ski Jump, 3. Figure Skating and Free Skating, 4. Biathlon. Place the desired cassette in the tape recorder and press **CTRL** and small **ENTER**. Press **PLAY** on the cassette recorder.

AMSTRAD CPC DISK: Type RUN"DISK and press **ENTER**. Game will load and run automatically.

STARTING PLAY

The menu offers you a selection of options. 4 on the CBM 64/128 and Spectrum cassette versions and 6 on the CBM 64/128 and Amstrad CPC disk versions.

To make a selection:

CBM 64/128: Use Joystick to move cursor to your choice then press the **FIRE BUTTON**.

SPECTRUM: Use **SPACE** key to move cursor to your choice then press **ENTER**.

AMSTRAD: Use **SPACE BAR** to move cursor to your choice then press **ENTER**, or simply press the number corresponding with your choice.

OPTION 1 – COMPETE IN ALL EVENTS

CBM 64/128 CASSETTE/DISK: The computer keeps a running tally of medals awarded to each player. Enter your name by typing on keyboard and press **RETURN**. Choose your country moving joystick to move the cursor to the flag of the country and press **FIRE BUTTON**.

(To listen to the country's anthem, type **S**).

Repeat name and country for each additional player (up to eight) and when all names and countries have been entered press **RETURN**. A verification screen appears. If all countries and names are correct select YES with the joystick and press **ENTER**. Repeat name selection for each individual player (up to 4). When all players' names are entered, press **ENTER**.

SPECTRUM 48/128K, +2, +3: The computer keeps a running tally of medals awarded to each player. Type your name on the keyboard and press **ENTER**. Repeat name selection for each individual player (up to 4). When all players' names are entered, press **ENTER**. **AMSTRAD CPC:** As SPECTRUM.

OPTION 2: COMPETE IN ONE EVENT

Similar to Option 1, but you only compete in the event you select. Use joystick (CBM 64/128) **SPACE** key (Spectrum) **SPACE BAR** (Amstrad) to move the cursor to your choice then press **FIRE** (CBM 64/128) **ENTER** (Spectrum/Amstrad).

Note for CBM 64/128 and Spectrum Cassette Users:

OPTION 2: PRACTICE ALL EVENTS

If you choose Option 1 then after choosing the number of players you will then load and play each event in sequence by pressing the **FIRE BUTTON** to load/and exit each event. If Option 2 is chosen, it will be the same as Option 1 but no scores are recorded and no country is represented.

OPTION 3: PRACTICE ONE EVENT

No scores or records are kept during practice rounds. Use joystick (CBM 64/128) **SPACE** key (Spectrum) (Amstrad) to move the cursor to your choice then press **FIRE** (CBM 64/128) **ENTER** (Spectrum/Amstrad).

Note for CBM 64/128 and Spectrum Cassette Users:

OPTION 3: NUMBER OF JOYSTICKS

CBM 64/128: Player 1 – Joystick port 1 and select 1.
Player 2 – Joystick port 2 and select 2
Press **FIRE BUTTON** to select 1 or 2.

SPECTRUM: If a one player game is selected the player may use any joystick. If two or more players wish to play then they cannot select the same joystick interface. Each player must select a different interface. Any number of players can select to use the keyboard.

OPTION 4: NUMBER OF JOYSTICKS
(CBM 64/128 Disk)

See Option 3 CBM 64/128 Cassette.

OPTION 4: JOYSTICKS (Spectrum)

See Option 3 Spectrum Cassette.

OPTION 4: SELECT NUMBER OF PLAYERS (Amstrad)

To select, press **SPACE BAR** to option 4 and press **ENTER**.

OPTION 4: SEE WORLD RECORDS (Spectrum)

See Option 5

OPTION 5: SEE WORLD RECORDS (CBM 64/128 Disk, Spectrum)

Display the highest score recorded in all events, with the name of the player who achieved each world record. Press **FIRE BUTTON** to return to menu.

OPTION 5: CHANGE GAME CONTROL (Amstrad CPC)

Select this option if you do not wish to play with the joystick. You will be prompted to enter the keys you wish to use for LEFT, RIGHT, DOWN, UP and FIRE.

If more than one player is competing in Winter Games you will be asked to define a second set of keys. Players 1 and 3 will use the keys selected for Player 1 and Players 2 and 4 will use the keys selected for Player 2.

Initially the controls are set for joystick play, if you should select keyboard control and then decide to use a joystick simply select Option 5 and push the joystick LEFT, RIGHT, etc. in response to the prompts.

IMPORTANT:
If there is more than one competitor it is important to select different controls for each player since problems will arise if the same controls are used for the speed skating where players can compete with each other.

THE GAMES

The instructions for playing the following 7 events assume the use of a joystick. We strongly advise that this game is played with a joystick, but if you wish you may adopt the keyboard. Should you select the keyboard it will be necessary to interpret the joystick movements in the instructions and translate them to the appropriate keys.

If the keys are selected you will be asked to choose left, right up, down and fire. To select certain of the controls for these events it will be necessary to press two keys simultaneously. The following example refers to the Figure Skating. To select the "Camel Spin" press up and left simultaneously.
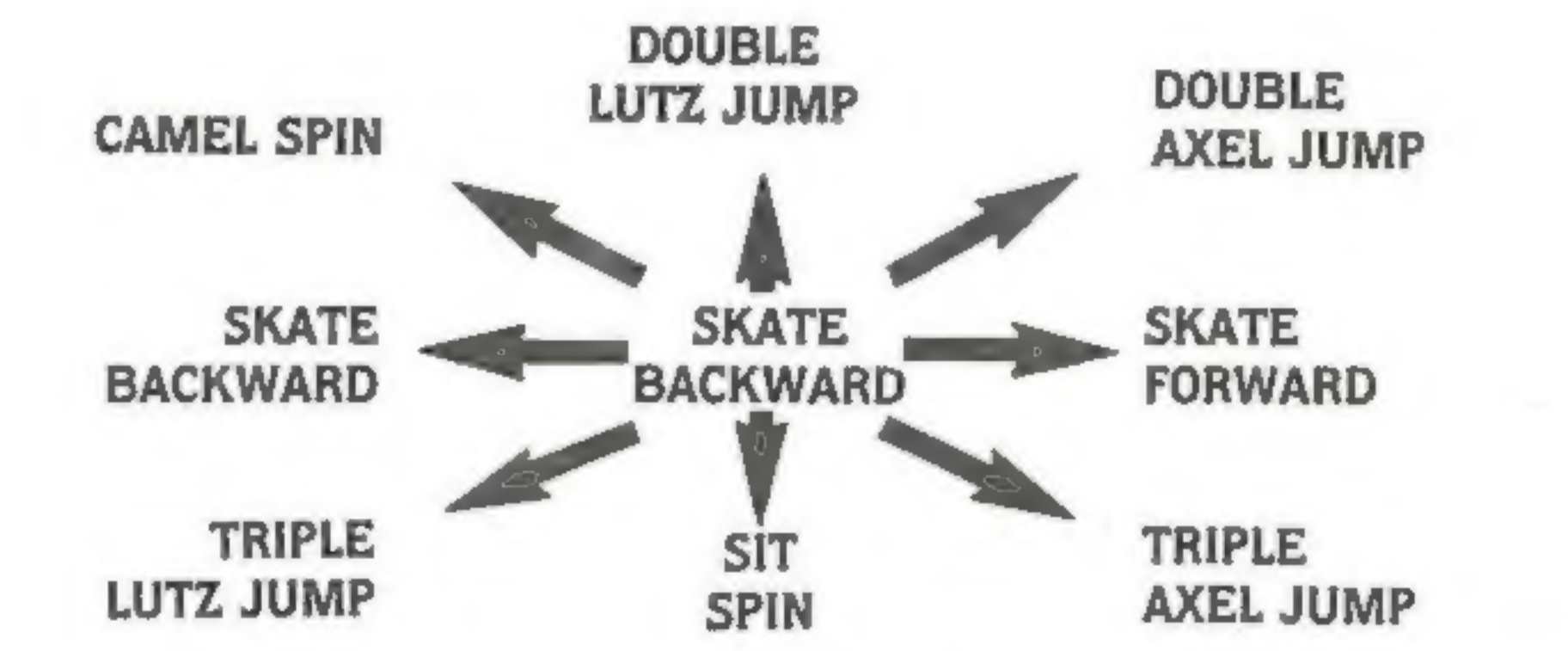
FIGURE SKATING

Figure Skating (Short Program) is a one-minute, timed exercise of seven compulsory movements: **Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump,** and **Camel into Sit Spin.** You can perform the seven movements in any order you choose. It's the grace and form of your skating that count!

- Press the **FIRE BUTTON** to start Figure Skating.
- To begin a movement, point the joystick in the direction of the movement you want to make and press the **FIRE BUTTON**.
- To complete a movement, centre the joystick and press the **FIRE BUTTON**.
- To **SKATE BACKWARD**, centre the joystick and press the **FIRE BUTTON**.

These are the key Figure Skating movements, in their relative joystick positions:

Joystick Controls: Figure Skating and Free Skating:

	DOUBLE LUTZ JUMP	DOUBLE AXEL JUMP
CAMEL SPIN		
SKATE BACKWARD	SKATE BACKWARD	SKATE FORWARD
TRIPLE LUTZ JUMP	SIT SPIN	TRIPLE AXEL JUMP

Note: Amstrad users – Camel Spin is Double Lutz Jump and Double Lutz Jump is Camel Spin.

FIGURE SKATING TIPS
Awkward: A movement will be judged as elegant or awkward, depending on when you press the **FIRE BUTTON**. If you're **skating forward** and "trigger" a jump when the skater's legs are in **open stride**, the jump will be perfect. If the skater's legs are **closed**, the jump will be awkward. The opposite is true if you're skating **backwards**: trigger the jump when the skater's legs are **closed** and the jump will be perfect. Practice makes perfect, so keep trying!

Forward Skating performers can do a **Double** or **Triple Axel Jump** or turn around and begin skating backwards. Remember: Be skating forwards when time runs out – if you're skating backwards you'll fall down!

Backward Skating performers can do a **Double** or **Triple Lutz Jump,** a **Camel** or **Sit Spin,** or turn around and begin skating forward. When you do **Spins,** try to make six rotations. If you turn fewer than six times, your exit will be awkward; more than six rotations will make you so dizzy that you'll fall down.

DON'T FALL DOWN!
You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to Camel Spin, Skate backwards in between movements; skate forwards before you do an Axel Jump.

Camel into Sit Spin: You can move directly from a Camel Spin to a Sit Spin – a very elegant combination worth 1.2 points!

FIGURE SKATING SCORES
You begin with a score of 0.0. The best score is 6 points. All scores are displayed in tenths. And don't worry – your score can't go below 0.

After you successfully complete each Figure Skating Movement, your score is added like this:

MOVEMENT	POINTS
Camel Spin	.7
Sit Spin	.7
Double Axel Jump	.6
Triple Axel Jump	1.1
Double Lutz	.6
Triple Lutz	1.1
Camel into Sit Spin	1.2
Total	6.0

- **Total Score Penalties**
.7 Point penalty for each fall.
.2 Point penalty for each awkward movement.

CREDITS: (Spectrum/Amstrad) Only the first attempt at each movement completed within the one minute is scored.

FREE SKATING

In Free Skating competition, you choose the jumps and spins, inventing your own choreography to music. You have two minutes to complete the program.

FREE SKATING SCORES
In Free Skating, you try to make three successful attempts of the seven Figure Skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The Judges will watch you closely in this event and calculate your maximum score based upon the number of falls and awkward movements in your routine. A smart performer will complete three attempts of as many difficult movements as possible within the two minute limit, to get the highest possible score. If you fall, you wind up with 0 points. The maximum score (ceiling) you can get is 6.0 – no matter how high your total score. All controls are identical to Figure Skating.

Note: If you successfully complete a fourth attempt at a movement within one minute it is scored.

FREE SKATING SCORES

MOVEMENT	POINTS EACH ATTEMPT
Camel Spin	.3
Sit Spin	.3
(1.8 points maximum)	
Camel into Sit Spin	.5
(1.5 points maximum)	
Double Lutz Jump	.2
Double Axel Jump	.2
(1.2 points maximum)	
Triple Axel Jump	.4
Triple Lutz Jump	.4
(2.4 points maximum)	
Total	6.9
(6.0 Maximum Ceiling)	

- **Total and Maximum Score Penalties**

PENALTY	TOTAL	MAXIMUM
Fall	−5	−.2
Awkward	−.2	−.05

Note: No penalty for failing to attempt all seven movements.

EXAMPLE:

Your Total Score	6.9	Maximum:	6.0
- 1 Fall	−.5		−.2
2 Awkwards	−.4		−.1
		Your Final	
Total	6.0	Score	5.7

CREDITS: Only the movements completed within the two minutes are scored.
Movement attempts will be added to your score only if they're successfully completed.

SPEED SKATING

Speed Skaters can move at 30 miles per hour – much faster than athletic track runners. In fact, Speed Skating competitors are the fastest self-propelled human beings on level earth!

In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go.
- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose names appears on that half of the screen must press the **FIRE BUTTON**. The next player does the same. This begins the countdown.
- When the countdown reaches "GO" begin skating by moving the joystick to the **LEFT** and **RIGHT** to move your skater's legs. The trick is to make the skater's legs move back and forth in rhythm as in real skating.
- Continue skating by moving the joystick **BACK** and **FORTH** in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed – and GO FOR IT!

The skater with the fastest time wins the race.
- When the race is over, press the **FIRE BUTTON** to begin the next event.

HOT DOG AERIALS

This demonstration sport tests your guts, grace and precision on skis. Strive for performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves.

- Push the **FIRE BUTTON** to start a jump.
- Push the joystick in one of these six directions to begin a movement:

	Back Scratch	
Daffy		
Back Flip	Land	Forward Flip
Mule Kick		Swan

- To do one movement after another, move the joystick when the Hot Dog Skier is in mid-air – timing is crucial.
- To get out of a move or to begin another move, push the joystick to the centre (**LAND**) position.
- Hold each movement (except Flips) until you choose a different move.
- Go into the landing position before you hit the ground, or you'll fall.

SCORES
The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for awkward movements. Watch your landing!

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.1
2 Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0

- 1.4 point penalty for each awkward movement.

Creates: Only the first attempt at each movement completed within one minute is scored.

SKI JUMP

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're into another world!

You crouch down low, in a tuck position, to accumulate as much speed as possible. At the take-off, you leap, thrust out, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.

- Press the **FIRE BUTTON** to begin your approach.
- When you reach the take off point, press the **FIRE BUTTON**.
- In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance.
- If your knees are BENT, move the joystick **UP** to correct.
- If you're TOO FAR FORWARD, move the joystick **LEFT**.
- TOO FAR BACK, move the joystick **RIGHT**.
- SKIS CROSSED, move joystick **DOWN**.
- If you don't correct your faults in time, your Ski Jumper's wild antics will cause wind resistance and lose style points.

Ski Jump scores are based on distance and form.

DISTANCE: is based on the timing of the takeoff, and the aerodynamics of the Jumper in the air.

STYLE: You'll get more points if you recover quickly from faults and don't fall.

SCORES
Your maximum is tallied by multiplying your DISTANCE (×) 3 (+) STYLE POINTS. A Respectable Ski Jump score would be a flight of 60 metres and 20 style points for a total of 200 points.

BIATHLON

Race over a cross-country track on skis with a .22 calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

- Press the **FIRE BUTTON** to start cross-country skiing.
- Move your joystick **LEFT** and **RIGHT** to move your skier's legs in steady, rhythmic kicks and glides.
- On LEVEL GROUND, keep up a steady pace by moving your joystick **BACK** and **FORTH**.
- For UPHILL terrain, move the joystick faster to increase speed.
- DOWNHILL stretches go fastest if you use the double-pole technique. Pull the joystick **DOWN** when the skier's hands are in front, to get the maximum push going downhill.
- SHOOTING: You are issued five cartridges to shoot at five targets, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick **BACK** to open the gun chamber. Push the joystick **FORWARD** to load the shell. Push the **FIRE BUTTON** to shoot. Repeat for the next shot. The skier's heart rate affects accuracy – so cool down, and take careful aim before you fire!
- The winner or high score is the skier with the fastest total time.

Bobsled

Prepare to career down a track of solid ice – while you crouch in a precision-built machine of steel and aluminium. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

- Push the **FIRE BUTTON** to start the race.
- Move the joystick **LEFT** and **RIGHT** to guide your sled.
- **HINTS:** Steer hard! To avoid capsizing at the turn, try to anticipate the pull of centrifugal force, and steer hard in the opposite direction. Watch your speed! The power bar at the bottom of the screen shows how fast you're going. The faster you go, the harder you have to steer to keep plummeting toward the finish.
- Learn the course! An intimate knowledge of the course is important, so you must learn the best position to take at each corner.
- The winning bobsled's score is based upon the fastest time through the tracks.

SCORING

AWARDS CEREMONY
After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

CHAMPION CEREMONY
If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of medals awarded.

Gold Medal	−5 points
Silver Medal	−3 points
Bronze Medal	−1 point

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

WORLD RECORDS
If a world record is achieved in any event, the name of the record-breaking player is saved by the WINTER GAMES program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

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